

## REFERENSI

- [1] Phillipa Avery, J. T. (2011). Computational Intelligence and Tower Defence Games. *Congress of Evolutionary Computation (CEC)* (hal. 5-9). New Orleans, LA, USA: IEEE.
- [2] Afzal Hussain1, H. S. (2020). Unity Game Development Engine: A Technical Survey. *University of Sindh Journal of Information and Communication Technology*, 74-80.
- [3] Eraspace. (2022, Mei 22). *Sejumlah Hal Diprediksi Berkembang di Dunia Gaming Masa Depan*. Diambil kembali dari Eraspace: <https://eraspace.com/artikel/post/5-hal-yang-diprediksi-berkembang-di-dunia-gaming-masa-depan>
- [4] Jabal. (2022, Agustus 12). *5 Game Tower Defense PC Terbaik 2022*. Retrieved from VC Gamers News: <https://vcgamers.com/news/game-tower-defense-pc/>
- [5] Martindo, J. P. (2018). PEMBUATAN GAME TOWER DEFENSE “DEFENSE PUSH” DENGAN UNITY. *Jurnal Ilmu Komputer dan Sistem Informasi*, 86-90.
- [6] Fazriyanor Kaurie, A. P. (2020). Pengembangan Teknologi Game Indonesia untuk Game 2D “HEROES OF INDONESIA” Menggunakan Unity 2D Engine Berbasis Mobile. *Jurnal Ilmu Komputer dan Bisnis (JIKB)*, 2483-2493.
- [7] Rizal, A. (2021, Juni 27). *Nih! Contoh Penggunaan Artificial Intelligence (AI) pada Video Game*. Retrieved from INFOKOMPUTER: <https://infokomputer.grid.id/read/122760831/nih-contoh-penggunaan-artificial-intelligence-ai-pada-video-game?page=all>
- [8] Heusser, M. (2021, October). *black box (black box testing)*. Retrieved from TechTarget: <https://www.techtarget.com/searchsoftwarequality/definition/black-box>
- [9] Siregar, H. J., Alisyah, D., Davit, D., S, J. T., & Amartya, N. (n.d.). *Basic Principles of Multimedia*. Retrieved from Binus SOCS: <https://socs.binus.ac.id/2019/12/19/basic-principles-of-multimedia/>
- [10] Nirwana, N. C., & Purwanto, A. (2022). Pengembangan Teknologi Game Indonesia “Pramuka Asik” Menggunakan Unity 2d Engine Berbasis Android. *Jurnal Pendidikan Tambusai*, 2103-2116.
- [11] HarperCollins Publishers. (2023). *Game definition and meaning*. Retrieved from Collins Dictionary: <https://www.collinsdictionary.com/dictionary/english/game>
- [12] MasterClass. (2021, July 20). *Tower Defense Game Genre: 6 Characteristics of TD Games*. Retrieved from MasterClass: <https://www.masterclass.com/articles/tower-defense-game-video-game-guide>
- [13] freeCodeCamp. (2020, February). *Unity Game Engine Guide: How to Get Started with the Most Popular Game Engine Out There*. Retrieved from freeCodeCamp: <https://www.freecodecamp.org/news/unity-game-engine-guide-how-to-get-started-with-the-most-popular-game-engine-out-there/#:~:text=Unity%20is%20a%20cross%2Dplatform,extended%20to%20target%2027%20platforms>
- [14] KEVURU Games. (2022, Nov 18). *Unity – What Makes It the Best Game Engine?* Retrieved from KEVURU Games: <https://kevurugames.com/blog/unity-what-makes-it-the-best-game-engine/>

- [15] Rosenberg, A. (2021, May 9). *What is Itch.io? This oddball indie games store is a vital source of creativity*. Retrieved from Mashable SE Asia: <https://sea.mashable.com/entertainment/15647/what-is-itchio-this-oddball-indie-games-store-is-a-vital-source-of-creativity>
- [16] Kumala, F. N., Ghufro, A., Astuti, P. P., Crismonika, M., Hudha, M. N., & Nita, C. I. (2021). MDLC model for developing multimedia e-learning on energy concept for primary school students. *Journal of Physics: Conference Series*.
- [17] Hamilton, T. (2023, June 10). *What is BLACK Box Testing? Techniques, Types & Example*. Retrieved from GURU99: <https://www.guru99.com/black-box-testing.html>
- [18] Jalli, A. (2022). *What Is C#?* Retrieved from Built In: <https://builtin.com/software-engineering-perspectives/c-sharp>
- [19] Atmadji, E. S., Widiastuti, R. Y., & Wandani, W. C. (2023). The development of the Tetris game to improve the fine motor of 5 years old children. *AIP Conference Proceedings*. Jember: AIP Publishing.
- [20] QUALITANCE. (2014, April 28). *Black Box techniques*. Retrieved from QUALITANCE: <https://qualitance.com/blog/black-box-techniques/>